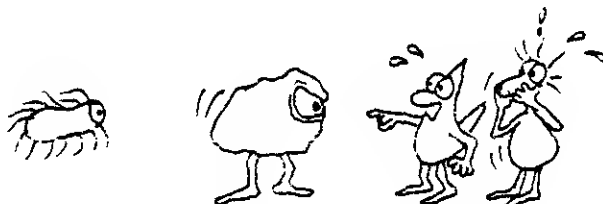


## DOWN THE TUBES

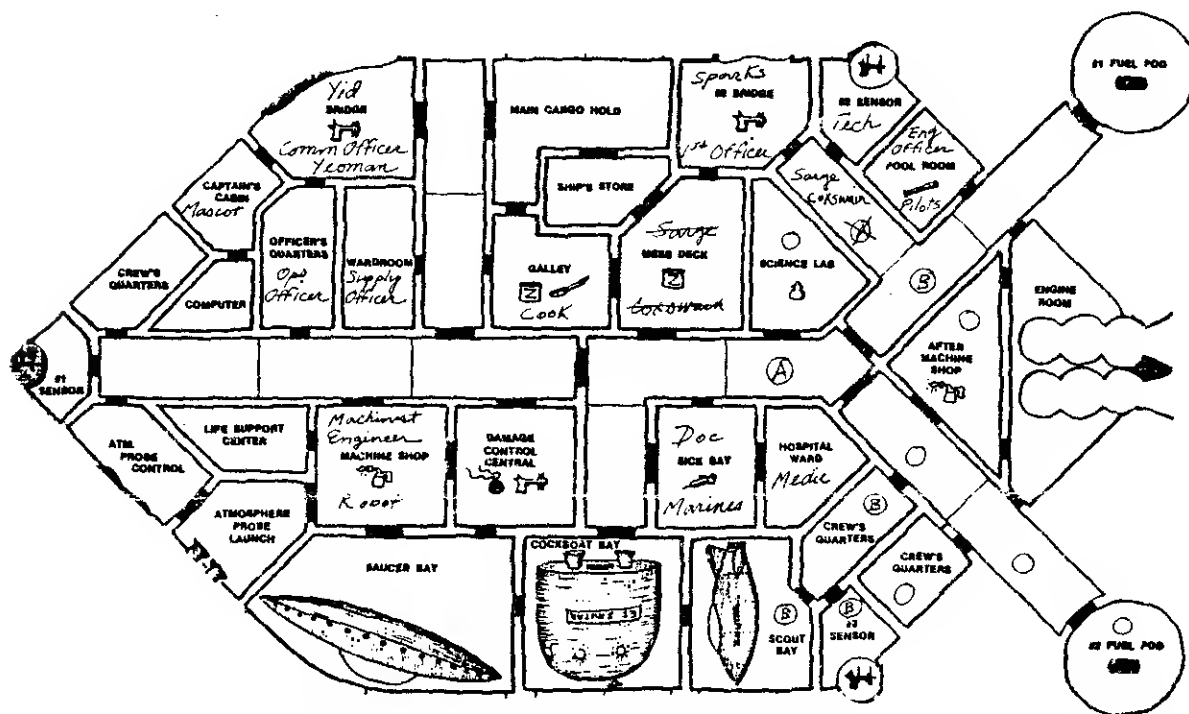
#15 4740 Conrad Ave #117, San Diego, CA 92117 (619) 277-1429 NOV 1984

Somewhere out there, in a faraway galaxy, an advanced and peaceful civilization built its first starship. A multi-racial crew was selected from each of the five planets and they set out for worlds unknown. The intrepid crew of the exploration ship ZNUTAR travelled far and long, mapping and charting new worlds, collecting valuable data for future use. After years of disappointment, they finally encountered a world with semi-intelligent inhabitants. They took one along. What they didn't expect, however, was the group of uninvited visitors that somehow got aboard the ZNUTAR. You join the crew in their moment of discovery as you face...



### THE AWFUL GREEN THINGS FROM OUTER SPACE

Gregg Fritz (Crew) vs Dick Martin (Green Things)



Sarge and the Coxswain encounter the first Green Thing just outside of #2 Bridge. This hideous beast turns out to be extremely hostile and hand-to-hand combat occurs. Sarge and the Coxswain are able to overpower the green monster and kill it, however, another green thing can be seen moving around at the end of the passageway. This one isn't as big as the one they just killed, but there is still cause for alarm. How did these Awful Green Things get here? How many are there and how big do they get? Only time will tell, but now the crew is alerted and the battle is joined...

\* TO BE CONTINUED \*

There was a mad rush to grab the last available openings in the new gamestart and I feel bad that not everyone who wanted to play will get to. Since the other two games are only in Spring 1902 and because I put a limit on myself of only three games, I don't anticipate any new games starting up soon. From experience, I know that overloading oneself can lead to excessive errors, delays, more delays, and eventually loss of enthusiasm, sometimes referred to as 'burnout'. To prevent this from happening to me again, I had to draw the line somewhere. And that somewhere is three games. You see, we DO learn from our mistakes.

-----  
1984 ??

## POWER PLAY

Winter 1900  
-----

AUSTRIA - Jeff Sandelin - 417 Edwards Street, Fort Collins, CO 80524.  
 ENGLAND - Peter Baker - OCMR, Box 103, Oberlin, OH 44074.  
 FRANCE - Keith Kline - 901 San Benito, College Station, TX 77840.  
 GERMANY - Mark Harris - 2813 Naples, Garland, TX 75040.  
 ITALY - Charles Fargo - 1015 Careswell Street, Marshfield, MA 02050.  
 RUSSIA - John Pittman - RR2, Box 421A, Richmond Hill, GA 31324.  
 TURKEY - Dan Young - 5225 Dawes Ave, Culver City, CA 90230.

Everyone who submitted a preference list got their first choice. The 'Power Play' is a very exciting time in the sport of Hockey and is an apt name for this game.

\*\*\*

-----  
1981 KH

## PANTHER

Fall 1911  
-----RUSSIA WINS!

\* Needless to say, the E-F-G-I-R draw failed.

\* Summer 1911 \* France - A Mun ret RUH.

ENGLAND - Ed Jacobs - A YOR-Nwy(F NTH C; F Nwg & F SKA S), F DEN-Swe, F Mid-NAT, F Eng-BEL,  
A KIE-Mun(A BUR S).

FRANCE - Marc Peters - A RUH-Bur.

GERMANY - Bill Quinn - A PIE-Tyo, A HOL-Ruh.

ITALY - Kevin Tighe - NMR! A VEN h, F ADR h, F AEG h, F EAS h, F SYR h.

RUSSIA - Jeff Sandelin - A ARM & F CON S A SMY, A SMY & F BUL(ec) S F CON, A GRE h, A VIE-Tyo,  
 F TRI h(A SER S), A BOH & A SIL S A MUN, F BER h(A MUN S), A FIN, A STP &  
A SWE S A Nwy, A Nwy S A SWE.

GERMANY IN EXILE-FRANCE IN EXILE: Marc, if you take the board outside on a moonless night and squint your eyes, then you can see the alliance. Actually, I feel like a blind man in a dark room looking for a black cat that isn't there. The diplomat in me wants to keep looking.

SUPPLY CENTER STATUS

1911

ENGLAND - Home, Bel, Bre, Den, KIE, <u>Nwy</u> , Par, Por.	9	even
FRANCE - <u>Mun</u> , <u>Kie</u> .	0	OUT!
GERMANY - Hol, Mar.	2	even
ITALY - Home, Spa, Tun.	5	even
RUSSIA - Home, Turkey, Ber, Bud, Bul, Gre, MUN, Nwy, Rum, Ser, Swe, Tri, Vie.	18	WINS

\* Stats will be in the next issue. Any endgame statements that you would like to make will also be printed. Congratulations to Jeff on a nice win.

\*\*\*

1984 CQ

"PADRES' PENNANT"

Spring 1902

AUSTRIA - Kathy Byrne - A Tri-VIE(A BUD S), A Gre-BUL, F Ion-EAS.  
 ENGLAND - Peter Baker - A LON h, A BEL h(F ENG S), F Edi-NTH, F Nwy-SWE.  
 FRANCE - Russell Wood - A BRE h, A Par-BUR, A Spa-MAR, F Mar-LYO, F Por-MID.  
 GERMANY - George Graessle - F Den-BAL, A HOL h, A Mun-SIL(A BER S), A Bur-MUN.  
 ITALY - Marc Peters - A TYO h, A SER S Austrian A Gre-BUL, F Aeg-CON, F Nap-TYH.  
 RUSSIA - Ken Hager - A WAR-Sil, F Bot-STP(sc), A GAL S A RUM, F SEV S A RUM, A RUM S Austrian A Gre-BUL.  
 TURKEY - Mark Harris - A Bul S Austrian A Gre-Ser(nso, dsl, ann), F BLA S A BUL, A Ank-SMY.

PADRE TALK

WOOD/FRANCE-BOARD: I am not "Woody".

KATHY-MARC: I thought you Midwesterns knew how to write, maybe it is true that the only thing you guys know how to write is beer commercials.

AUSTRIA-RUSSIA: if it is indeed as George tells me, and you are the fool that he says you are - then I'd suggest you sit down, put your head between your legs and kiss your ass goodbye!

AUSTRIA-FRANCE: You call getting out of the sewers to deal with Germany a step up, all I can hope is that you have hip boots on as it really gets deep around George.

PARIS-BUDAPEST: Well, it will now become obvious to what end Kathy and her literate Lolitas are directing this game. They shouldn't feel bad for being slow--who'd have guessed that you'd persuade Italy and France to attack Russia?

AUSTRIA-ENGLAND: Listen, lover, George was born with a phone in his ear. From what I hear Ma Bell has named four of her Skyscrapers after him - seems his phone calls paid for them all.

FRANCE-ENGLAND: Much as one would hate to shatter your dreams, Peter, I don't think the Redskins will make it to the Superbowl. My prediction is that the Peninsula will sink under the 49ers and the Raiders.

VIENNA-LONDON: If you saw my daughters, the entire dorm would be jealous. And all the females on campus would take up a collection to keep them in NY!

AUSTRIA-ITALY: This turn will tell if you are a simple minded antelope!

TURKEY-ITALY: Your fleet is just visting, isn't it?

AUSTRIA-TURKEY: Sorry, but if I help you, I'll never find an ally.

ANKARA-LONDON: Help.

AUSTRIA-GERMANY: Is it true what they say George, are you really all talk and no action? That might explain your phone bill!

AUSTRIA-GM: Always remember, it is better to die with dignity than ally with one of George's lackeys!

\*\*\*

Well, the Scrabble idea just didn't pan out. Initial response was promising, but after a few turns, interest in the game declined until there was very few playing. I'm sorry I trashed it, especially for those who were having fun, but it wasn't working out as planned. I guess with a circulation of 25, you can't expect too much. Oh well, maybe I'll give it another shot sometime in the future if there is a demand for it.

I'm having trouble with Rail Baron also. One more person expressed an interest in playing. That makes three of you now. I think I know where I can get the remaining players needed to get a game started up. If I can't scrounge up enough players by next issue, then I'll chuck this too.

It's time to stand up and be counted! Yes, it's that time of the year again. Dick Martin, 26 Orchard Way N, Rockvill, MD 20854, is conducting his annual hobby census. Why? I don't know, but if you are a pubber, please send him your mailing list so he can figure just how many of us weirdos are actually playing this crazy game.

Spring 1902

*(continued)*